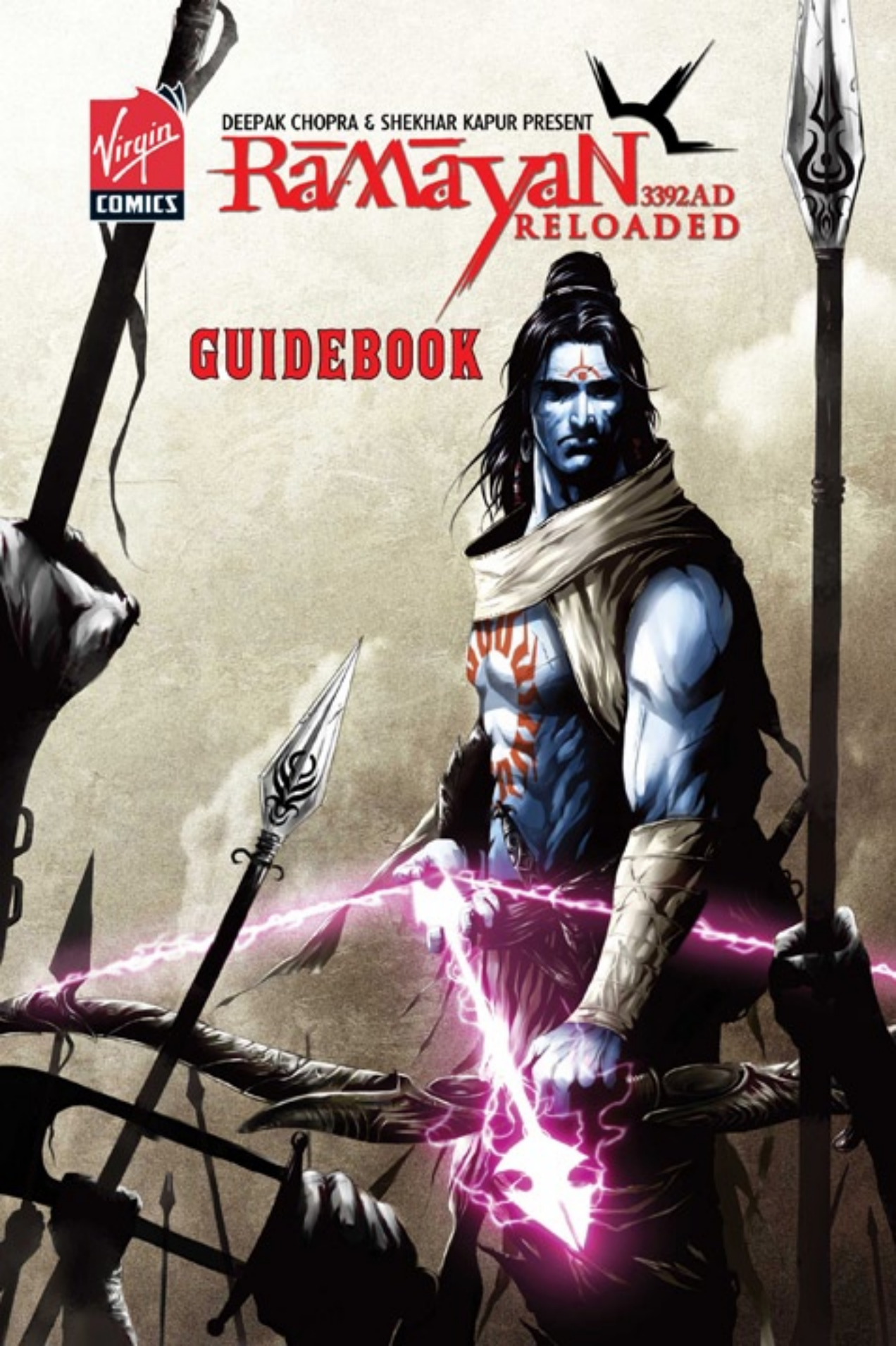
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Created by
DEEPAK CHOPRA & SHEKHAR KAPUR

Text
SHAMIK DASGUPTA

Cover art
JEEVAN KANG

Art
JEEVAN KANG
ABHISHEK SINGH
BART SEARS
LUKE ROSS

Colors
JEEVAN KANG
ASHWIN CHIKERUR
S.SUNDARA KANNAN
N.S.SATHISH KUMAR
R.GAVASKAR

Page Composition & letter
T.KANNAN
ASHISH AVIN

Project Manager
S.P.KARTHIKEYAN
REUBEN THOMAS
S.VENKATESH KUMAR

Editor
GOTHAM CHOPRA
RON MARZ

VIRGIN COMICS

Chief Executive Officer and Publisher
SHARAD DEVARAJAN

Chief Creative Officer and Editor-in-Chief
GOTHAM CHOPRA

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SURESH SEETHARAMAN

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SRVP Studio
JEEVAN KANG

VP Operations
ALAGAPPAN KANNAN

Director of Development
MACKENZIE CADENHEAD

Director of Marketing
NEIL MARKS

Chief Visionaries
DEEPAK CHOPRA
SHEKHAR KAPUR
SIR RICHARD BRANSON

Special Thanks to
FRANCES FARROW
DAN PORTER,
CHRISTOPHER LINEN
PETER FELDMAN
RAJU PUTHUKARAI,
MALLIKA CHOPRA &
JONATHAN PEACHEY

RAMAYAN 3392 AD RELOADED GUIDEBOOK, APRIL 2008 Published by VIRGIN COMICS L.L.C. OFFICE OF PUBLICATION: 594 Broadway, New York, NY 10012.

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DEEPAK CHOPRA & SHEKHAR KAPUR PRESENT

RAMAYAN 3392AD RELOADED

GUIDEBOOK

INTRODUCTION

Welcome to the world. It's not exactly our world ... but it might what's left of it. **Ramayan 3392 AD** is the kind of epic that can stand shoulder to shoulder with "The Lord of the Rings" or "Star Wars," with fantastic heroes, dire villains and stunning locations. It's the kind of story I'd be reading if I weren't working on it. This Guidebook provides the perfect introduction to the world of Ramayan, to the people, places and things that make it at once exotic and familiar. For longtime readers, this is the first time all these details have been collected in one volume. For new readers, it's everything you need to discover a world unlike any you've ever experienced. I envy you that chance.

— RON MARZ, Editor

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HISTORY OF THE WORLD

The Mahavinaash, or Armageddon, destroyed the known human civilization approximately 1,300 years ago. The Armagarhians, or the new humans, the oldest of all the races in the present world, discarded the old calendar system of Anno Domini and introduced a new uniform calendar system of pre and post Mahavinaash. Hence, the current year is 1311 Post M.

Records of the reasons behind Mahavinaash are incomplete due to the absolute destruction that shook the world. Human civilization was thrown into a degenerate state from which it then evolved under the tutelage of the Seven Seers. It is said, however, that due to the gradual loss of fuel, the seven nations of the world warred against each other until it came to a stalemate. One particular nation planned to tip off the balance by developing a living weapon of unprecedented destructive capabilities. This information was somehow released, and in fear of domination, all the other nations unleashed their most destructive weapons, resulting in a nuclear holocaust.

However, life could not be extinguished so easily, and there were survivors both human and non-human. In the course of time, the non-humans evolved and became almost the equal of the human race. They established their own civilizations, cultures, languages and commerce. The entire continent of Aryavarta, the dominant land mass of the present world, is teeming with varied races and species.

Humans, better known in the present world as Armagarhians, are the dominant species of Aryavarta. Due to their inherent adaptability, and the teachings of the Seven Seers, they rebuilt their civilization faster than the other races could build their own societies. The solar technology of the humans set them apart from the other races, giving them a considerable edge over the other races. It also made the humans a considerable threat to the hostile Asura armies.

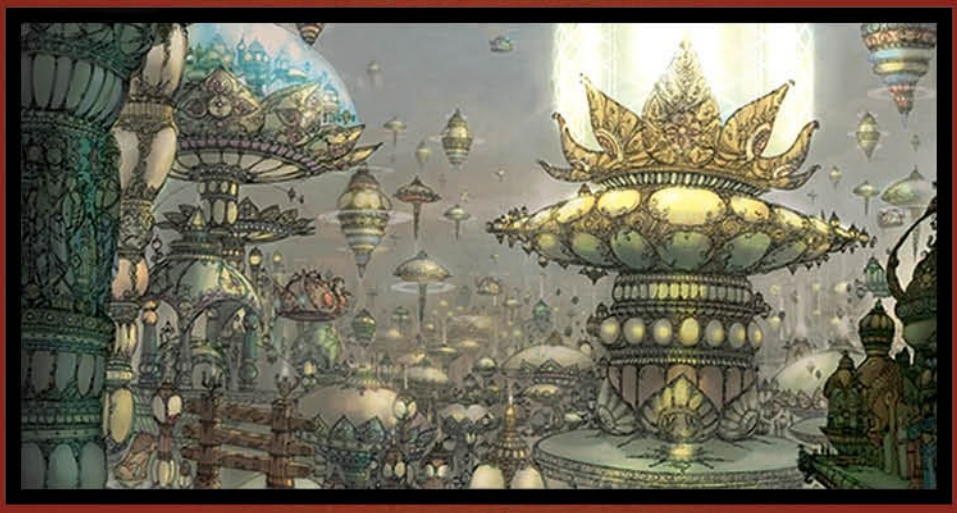
Following the foundation of Armagarh and establishment of human rule, the Seven Seers diverted their attention towards the other races. The Vanaras, or ape race, of the equatorial region of Aryavarta are the most advanced, having developed their own technology. The other primary races of Aryavarta – including Garudas, Nagas, Bhalus and Brishavs – also have gained much from the teachings of the Seven Seers. The Vanaras of Kishkindha, however, have benefited the most, and have proven themselves worthy rivals to the humans. These various races have fought one another several times, culminating in the great War of Mahendra in 762 Post M. The conflict made the Nagas – snake people – the sworn enemies of all the other races of Aryavarta. The Nagas allied themselves with Asura forces in order to turn the tide of battle in their favor. Presently the Nagas are ruled by an Asura regime, and populate the craggy hills of Chitrakut, having being ousted by the Vanaras from their tropical home in the valleys of Rishyamuk. The other races of Aryavarta seldom see eye to eye following the War of Mahendra.

The dark continent to the south is Nark, where the absolute rule of the Asura Prime, Ravan, holds sway. The Seven Seers could not reach this hostile land to spread their teachings and gospel. Hence, Nark still remains mostly an uncharted territory. It is primarily inhabited by several races who are dominated by the Rakshasa clans of Lanka, who are the direct descendants of Ravan. As this landmass formed in the early Post M years, the creatures dwelling there were naught but primitive biomass. The Mahavinaash's nuclear radiation had its worst effect here, and all life was reduced to primal jelly. It is said that Ravan shaped these races with his own hands, granting each with specific abilities.

The major races of Nark are the Pisaach, or unliving humanoids; the Daityas, or the giants of the mountains; the Brischik, or the scorpion people; the Yaksas, or humanoids that sustain themselves on the blood of other creatures; and the Rakshasas, the prime race of Nark. Several other races and mutant hybrids also populate Nark. All belong to Ravan, who has fused their bodies with artificial technology.

Presently Ravan is expanding his territory to the continent of Aryavarta in a campaign for conquest. The various free-willed races of Aryavarta stand against him, prompting Ravan to plot the destruction of enemy kingdoms from within. Ravan's influence grows, as the races of Aryavarta seem unwilling or unable to band together.

ARMAGARH



The surviving humans of Mahavinaash era founded the first stones of Armagarh under the guidance of the Seven Seers. The remnants of past technologies, combined with the vast knowledge of the Seven Seers, resulted in the rapid growth of this once-small hamlet to the most powerful nation of Aryavarta.

In the year 86 Post M the council was formed and the first Maharaja, or chief councilor, was elected. This was Ikshvaku, who made the Shaktikundali, the device that cuts through the noxious clouds that cover the world, bring glorious sunlight to Armagarh. Thus was founded the dynasty of the Suryavansha. Maharaja Dashrath, Rama's father, is sixty-third in the great line of Suryavansha. Prominent ancestors of Rama include Puranjay the Valiant, Harischandra the Wise and Generous, Raghu the Conqueror, Dileepa the Great, and Vagirath, who was the chief architect of the great Canal of Sarayu.

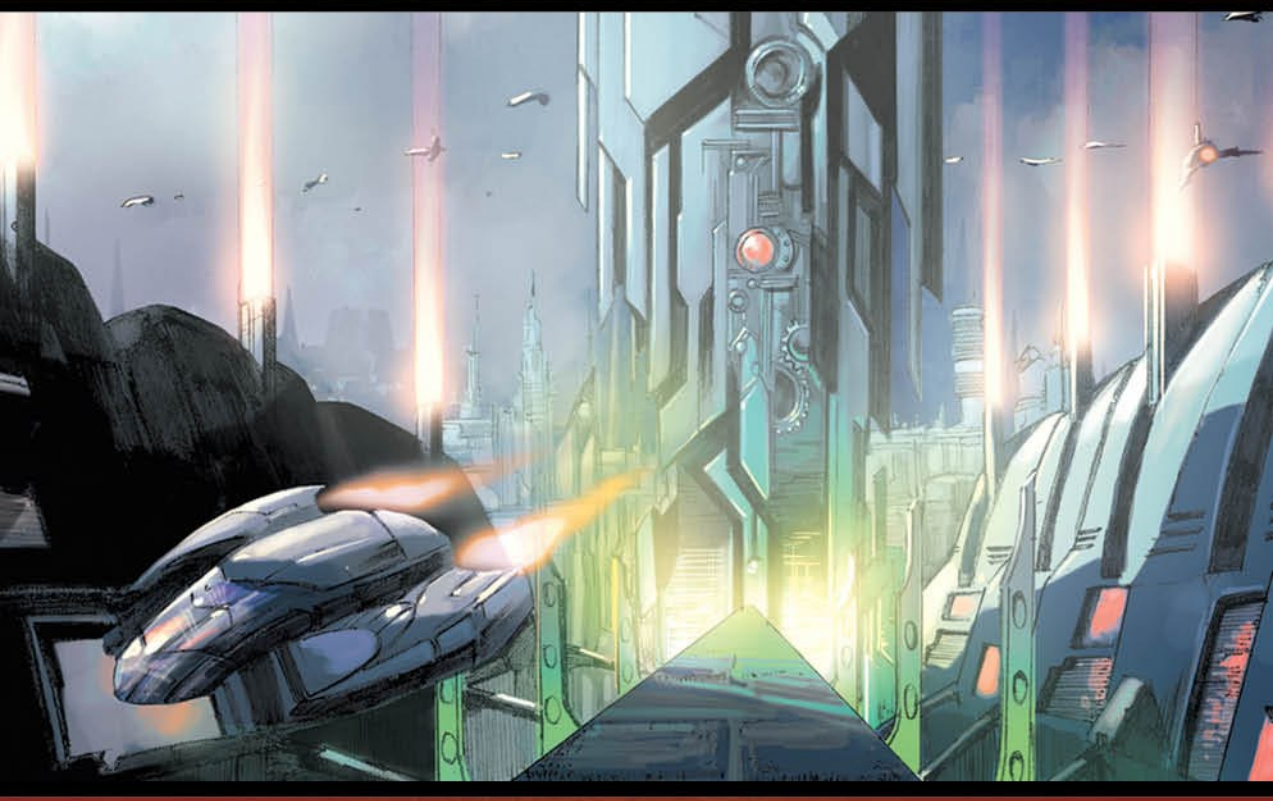
Armagarh boasts a rich culture and advanced technology, a city so big that it is almost a country by itself, divided into several districts. In the central part of the city rises the mammoth structure of the Shaktikundali. Tourists from all parts of Aryavarta flock to the city to see this spire of shining light.

Armagarhians in general do not trust other races of the world, and consider themselves superior to the other peoples. It is this pride and vanity that makes them unwelcome in the other kingdoms of Aryavarta. Armagarhian society is divided into four classes: Kshatriyas, or warriors; Brahmins, or the scholars and intellectuals; Vaishya, or the traders; and Shudra, or the service providers. The caste system is observed very strictly in Armagarhian society, and inter-caste mingling is discouraged by stringent rules.The realm of Armagarh is not limited to the great city itself. It boasts outposts all across eastern Aryavarta and beyond. Some of the important outposts include Khundgiri, the mining region where Armagarhians extract a new metal from the earth. This metal is called Ishpatium, or Ishpat. Ishpat can absorb and store sunlight, making the molecules super dense and emanating energy of its own. Ishpat is a major part of Armagarhian technology.

The social life of Armagarhians is monitored by their "gods," huge humanoid beings made of light and residing in the great temple. They make the final judgment on any disputes of great import. The gods are worshiped throughout the land, and most Armagarhians live in mortal dread of their presence. In truth, these gods are nothing but light-induced images created ages ago by the Seven Seers in order to instill fear and respect in the people.

Through the ages, Armagarh has fallen victim to its own vices, as the people grow more proud and vain by the day. The Asuras have secretly invaded the city in the guise of humans, infiltrating the higher offices of administration.

LANKA



Lanka is the dreaded city of the Rakshasas, the high seat of the Asura Prime, Ravan. Nothing of substance is known of this great city, because no Aryavartans who have visited the place have lived to tell the story. Renegade Asuras wandering in Aryavarta are also very secretive about Lanka. Only rumors and drunken musings paint a picture of Lanka. Some deem it beautiful, others call it ghastly, but all agree that it is pristine in its ordained quiet and discipline.

Lanka is inhabited by the Rakshasas, the bloodline of Ravan. The other races of Nark are not allowed within the confines of the city unless they are summoned by their Rakshasa lords under specific conditions and purpose. In the center of the city rises Vrigadrath, the tower of Ravan, with spires reaching up to the very clouds. Unlike Armagarh, Lanka is a relatively small city with a controlled population.

Outside Lanka lies Raurav, the industrial city, where the engines of war are always in motion. Vast factories produce weapons and machines of destruction. The Asuras use a strange type of fuel, called bloodseed, to power their machines and weapons. Bloodseed appears to be organic in nature. The scientists of Armagarh wonder if this fuel actually is the life blood of some being.

KISHKINDHA

In addition to Armagarh, Kishkindha is the other dominant kingdom of Aryavarta. While Aryavarta is a democracy ruled by a council, Kishkindha has always been a monarchy. The first king of Kishkindha, when the kingdom was founded under the guidance of the Seven Seers in the year 203 Post M, was Kesari. Surrounded by the Rishyamuk and the Vindhya mountains, Kishkindha lies in a vast valley rich with natural resources. After the Mahavinaash, a species of ape evolved rapidly, becoming bigger, smarter and stronger. When the Seers reached Kishkindha, they marveled to see such a race thriving in the lush, unending rainforests. The Vanaras learned from their teachers quickly. The city of Kishkindha was founded and flourished in a span of a mere fifty years.

Oil is the prime source of fuel for the Vanaras. Through the ages, the drilling of oil has resulted in the destruction of a major part of the rainforests, and there was much unrest within the kingdom. A sect of Vanaras that worships mother earth protested against the government. Anjana, a Vanara woman, led the protestors against Ghakri-Hun, the ruler of Kishkindha in the year 364 Post M. Their peaceful protest was scorned by Ghakri-Hun, and thousands of Vanaras were killed at his order. Anjana was sentenced to exile, and she cursed Ghakri-Hun, saying that one day a god would come and save Kishkindha. During her exile, Anjana wrote the epic poem "Hanuman Chalisa," in honor of the god Hanuman, who would come save Kishkindha. Her poem sparked a religion in Kishkindha, but Anjana was lost in the depth of the forests forever.

From that time forward, Kishkindha never saw a bright day. Internal strife between dynasties, invading Asura armies, and the need to conquer other lands resulted in perpetual turmoil. All of that changed, however, with the crowning of Baali. King Baali became the pride of Kishkindha thanks to his courage, honesty and just rule. But fate has been unkind to Baali, and now his own countrymen live in fear of his tyrannical rule. Kishkindha now faces its most dire test ever.

PANCHVATI

A neutral land beneath the craggy hills of the Chitrakut Mountains, Panchvati is not ruled by any monarchy, nor is it a part of any territory. It is a melting pot of all the races of Aryavarta, and attracts convicts, criminals, mercenaries, beggars, brigands and prostitutes. Panchvati is ruled via a twisted democracy in which might is right, and the richest and nastiest people control the city. Of late, the brothers Khara and Dushan, and their sister Surp'naka, hold the seat of power. It is said everything is available for a price in Panchvati.

MITHILA

In earlier times, Mithila was the only human settlement in the southeastern region of Aryavarta. It was ruled by the Chandra Dynasty, King Janak being the last in the line. Naga snake men from the moors of Gabaksh invaded. Being small and weak compared to the incredible might of Armagarh, Mithila could not stand against the invading enemies. Pleas for help reached Armagarh, but the council turned a deaf ear to them despite the then-young Maharaj Dashrath's eagerness to save the fellow kingdom. Armagarh did not consider Mithila worth saving.

Eventually Mithila was destroyed, and Janak led a small exodus of survivors northward to the deep forests of Dandakaranya. There, Janak found a miraculous sapling glowing like phosphorus, and the plant telepathically told him to take it to the great lake within the forest. As Janak and the survivors reached the lake, the water parted and a wonderful, magical land, with air to breathe, was revealed beneath. Janak planted the sapling, which grew rapidly into the great life tree. Inside the first fruits of the life tree, Janak found the child of mother earth, Seeta.

RAMA

Rama Chandra Suryavanshi is the sixty-third descendant of the Ikshvaku family tree. He is the eldest son of Maharaja Dashrath. From birth, Rama was heralded as the pride of Armagarh due to his unique blue complexion and model character. Rama is known in Armagarh as "Maryada Purushottam," or the ideal man. He displays all the desirable virtues, and fulfils all his moral obligations. Rama's purity and piety in his intentions and actions inspires affection and devotion from all his countrymen, and especially from his father Dashrath. Rama lost his mother Kaushalya at a very early age, just after his brother Lakshman was born. The loss left a scar in Rama's heart which can never be fully healed.

When the brothers grew old enough to be trained as future leaders of their nation, Rama and Lakshman were sent to Janasthan, a peaceful outpost of Armagarh at the edge of Dandakaranya. The outpost was attacked by General Viv-Shan and his army of Asuras. Rama fought valiantly, leading the ill-equipped Janasthanis against the undefeated Asura forces. Even Rama's courage and leadership could not turn the tide in favor of his overmatched warriors. Rama decided to surrender in exchange for the lives of the women and children and the remaining few men of Janasthan. After his return to Armagarh, Rama was prosecuted by the corrupt council, and he was sentenced to an exile of fourteen years by the reprogrammed false gods of Armagarh.

Powers and abilities

Due to the selective breeding process of Armagarh's dynasties, noblemen are always the pinnacle of physical perfection. Rama's dynasty is the oldest in Armagarh, and he and his brothers have inherited superior physical attributes that set them apart from the general populace.

Rama is graced with superhuman strength and stamina. His body is also resistant to physical injury, though he is not invulnerable. He can withstand great blows, temperature extremes, and survive a fall from great height without being mortally injured. However, he can be injured by artillery, magical discharges, high-caliber projectiles, and Asura venom. His healing process is also very fast, and he can recover from most physical damage without medical aid.

Weapons

Rama is an expert hand-to-hand combatant and a master of all the weapons in the Armagarhian arsenal. He carries a sword made of the finest Ishpat, which emanates a blue glow and can cut through virtually anything. His primary weapon, though, is the Hardhanu, which he acquired as a parting gift from Seeta's father, Janak, in Mithila.

LAKSHMAN

Lakshman is Rama's younger brother, and third of the four brothers. His mother, Kaushalya died giving birth to Laskhman, so he grew up in the company of his brothers and his teachers without maternal care. Due to this unsympathetic upbringing and lack of feminine company, Lakshman fell into the trap of being a heartless Kshatriya who desires only glory in combat. A typical nobleman, he was vain and proud, and cared little about others. Lakshman had little respect for his elder brother Rama, whom he deemed a coward and too soft for a Kshatriya. But during their long and perilous journey across the continent of Aryavarta and beyond, the two brothers will develop a bond stronger than iron.

Lakshman is the complete opposite of Rama in many ways, yet still feels a deep emotional attachment to his elder brother. Rama has always been a guardian angel for Lakshman, protecting him from all manner of danger, trying to make up for the mother Lakshman never knew, and a father who never had time for his sons. Lakshman never admits it, but his actions hint that he is helpless without the companionship and guidance of Rama. During his journey with the daughter of earth Seeta, Lakshman found in her the sister and mother he had always missed in life. Beneath his brash, arrogant exterior, Lakshman is like a child always looking for approval from his peers and especially his father.

Powers and Abilities

Like Rama, Lakshman is an Armagarh nobleman, and the pinnacle of physical perfection. Lakshman is immensely strong, though not as strong as his brothers Rama and Bharat, and exhibits superior stamina. Lakshman is also quite resistant to physical injury, though he is not invulnerable.

Weapons

Lakshman wields a double-bladed lance that can be separated in the middle and used as two short swords. The lance is made of the finest Ishpat, emanating a golden glow and allowing the wielder to cut through almost anything. This weapon was given to him by his elder brother Bharat, who happens to be a collector of exotic weapons. Lakshman is also a master of hand-to-hand combat and an excellent marksman.

SEETA

The enigmatic Seeta is known as the daughter of mother earth, or the spirit of our planet. After the Mahavinaash, the earth was dying. In this decayed world, the spirit of the earth distilled all its energy to bring forth a girl child who was prophesized to be the messiah, and who will end the world's misery by summoning a new dawn. Seeta's birth was magical, as King Janak found her within the first fruit borne by the life tree of New Mithila.

Seeta grew up in the peaceful environment of New Mithila, never aware of the violent world above. Beautiful and gentle, Seeta became a child goddess to the Mithilans. Wherever she stepped, it seemed the earth chimed with dulcet tones of harmony and peace. When Seeta grew of age, the elders decided that, according to the prophecy, she should have a protector for her safekeeping from Ravan, who wishes to use her powers for his own evil means. Rama is that destined protector.

Seeta's homeland was destroyed by Ravan's attack, which also caused the apparent death of her father Janak. Now Seeta must rely on Rama and Lakshman as they make a dangerous journey across the Wastelands. During the journey, Seeta became emotionally attached to Rama, who finally found love after suffering the tragedies of his parents' death and his exile from Armagarh.

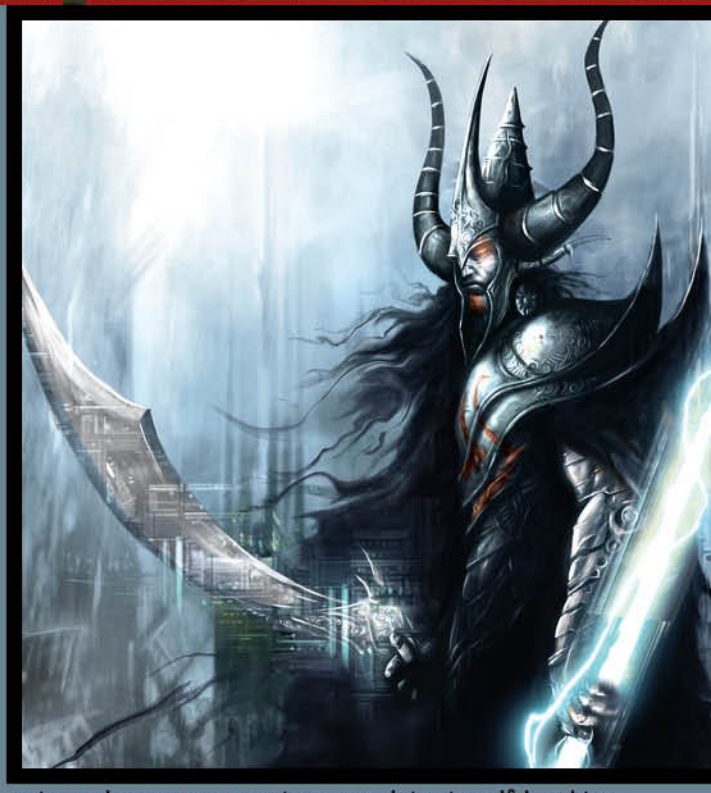
Powers and Abilities

Seeta is possibly the most powerful living being on earth. She can control, command and manipulate entire geographies and plant life in any part of the world. The actual extent of her powers is still uncharted. Her connection to the earth is almost symbiotic, and endows her with almost magical energy, known as Maya Vidya, or earth magic. However, Seeta's power comes to her instinctually, and in sporadic bursts. She has never trained herself to control the infinite power she wields.

Weapons

Seeta carries no weapons, and her pacifist upbringing makes her averse to any sort of violence or strife. Physically she is an average athlete, and in excellent health. It is as if the entire earth protects her indirectly.

RAVAN



The Asura Prime and the Lord of Nark, Ravan was created when men brought forth the Armageddon that shaped the present world. Ravan was created as the ultimate weapon, meant to end the world war and dominate the world's other nations. However, the incredible energy required to ignite the weapon was not available, even as news of the weapon's existence spread. Fearing its impending use, the others launched their nuclear weapons and destroyed the past world.

The nuclear holocaust ignited the dormant weapon and bestowed it with sentience, growing to a fully evolved being. Neither man nor machine, the soulless abomination became Ravan. Eventually, he established his influence on the entire continent of Nark and made its denizens his slaves and soldiers, dominating them and grafting their flesh with his synthetic technology.

According to the scientific research of the Seven Seers, Ravan is actually a vast accumulation of microscopic artificial organisms called Yantra (popularly known as nanites in old world science). But unlike nanites, which are artificial organisms and need to be manipulated by the human mind, Yantras have sentience of their own. Their cumulative consciousness took the name and form of Ravan. The Yantras can also self-multiply, and became so large that they could not be contained in the singular body of Ravan. They began taking the shapes of nine different head-like structures, and so Ravan is popularly believed to have ten heads.

Ravan desires complete dominion over the world, but he himself is tormented by his own incompleteness, for he doesn't possess a soul. His desires are incomplete and abstract. He cannot feel pain or pleasure or emotions, resulting in self-loathing and hopelessness. Ravan is actually the loneliest creature on the planet, because there is no one else like him.

Powers and Abilities

Ravan is incredibly powerful. He can take any form due to his malleable structure, as the Yantras can reconstruct themselves into any shape or size Ravan wishes. He primarily wears a humanoid form, perhaps because of his desire for and envy at the perfection of human beings.

The Yantras are able to create a type of energy that fuels Ravan's life force, and can also bond with living tissue to gain complete control over the physiology and mind of any creature. Ravan is nearly invulnerable because the Yantras keep repairing and reproducing themselves. Ravan is almost indestructible; if even one Yantra particle escapes annihilation, it can multiply and reconstitute the form of Ravan in a span of hours. The Yantra energy enables Ravan to discharge explosive bursts of varied intensity, from a small bomb to a nuclear blast.

Weapons

Ravan doesn't carry any particular weapons because he can form any weapon he wishes by restructuring the Yantras of his body.

HANUMAN

According to the holy book of "Hanuman Chalisa," written by Anjana during her years of exile, a great God shall appear in Kishkindha's times of dire need. In time, the "Hanuman Chalisa" became the most widely read poem in Kishkindha after the tyrannical rule of Ghakri-Hun. It is comprised of forty verses written in praise of Lord Hanuman. Many Kishkindhans regularly recite it as a prayer. In the year 406 Post M, the Kishkindhans erected a great pyramid in honor of Hanuman, and worship of him became the chief religion of Vanaras worldwide.

At present, the Kishkindhans are begging for deliverance from the evil rule of the once great but now corrupt King Baali. A rebel faction, led by Shugreave, tried to lead the general populace in a mass revolt against Baali. However, Baali's madness is equaled by his cunning, and he won over most of his subjects with the greatest tool at his disposal: religion.

Baali blames the rebels for bringing misery into the lives of Kishkindhans, as poverty, famine, disease and violence sweep through the land. Any rebels captured alive are beheaded atop the great pyramid of Hanuman (a sphinx-like structure with the head of the ape god). Baali claims the gods demand sacrifice to bestow their blessings. The rebels, however, believe that Hanuman will appear soon, saving the Vanaras of Kishkindha, and restoring them to their former glory.

THE HOUSE OF SURYAVANSHA

Rama's dynasty, or the House of Suryavansha (Dynasty of the Sun), is the most influential and powerful family of Armagarh. Their history dates back to the first stone laid upon the foundations of the great city. The patriarchs of each generation have always been the Maharaja, or chief councilor, of the grand council that rules over Armagarh and its peripheral outposts.

MAHARAJ IKSHVAKU

The first Maharaja, Ikshvaku, created the Shaktikundali, the device that cuts through the noxious clouds covering the world and brings glorious sunlight in the realm of Armagarh. Thus Ikshvaku founded the dynasty of the House of Suryavansha. A close associate of the legendary Seven Seers, Ikshvaku was possibly the greatest scientist and scholar in the history of Aryavarta.

MAHARAJ PURANJAY

Puranjay the Valiant fought the first war against the hosts of Ravan and killed three of his offspring in the epic Battle of Gabaksh. Later, Puranjay fell into a brooding depression during the race wars of Mahendra in 762 Post M. In a desperate attempt to cease the wars, Puranjay led a massive armada to bring an end to the unceasing skirmishes in and around the mountains of Mahendra. But his ripe age took a toll, and he succumbed to death.

MAHARAJ HARISCHANDRA

One of the greatest men to rule Armagarh, Harischandra was famed for his generosity, honesty and just rule. He was the first man to campaign for a united Aryavarta, bringing all the races together peacefully rather than by force. Harischandra attempted to sign treaties among the races of Armagarh and the kingdom of Kishkindha. His ways were scorned by the council, which despised the alliance with sub-human species like the Vanaras and Bhalus. Harischandra was assassinated mysteriously at an early age.

MAHARAJ VAGIRATH

Vagirath was the chief architect behind the digging of the great Canal of Sarayu, which brings water from the northern arctic sea, filtered by Armagarhian technology and distributed all through eastern Aryavarta for the benefit of all races. The gargantuan task began with Maharaj Sagara, taking three generations before finally ending with Vagirath. He was one of the most revered men throughout Aryavarta, and the river-dwelling tribes still worship him as a god.

MAHARAJ DASHRATH

Rama's father and one of the ablest rulers in the great line of Suryavansha, Dashrath was a man of principles. But age and the influence of his beautiful yet cunning second wife, Kaikeyi, weakened him. Dashrath's judgment often faltered, and he was unable to combat the growing power of the council and the influential senator Kaalnemi. After Rama's exile, Dashrath could not bear the weight in his heart and succumbed to death. There is a rumor he was poisoned.

KAIKEYI

Dashrath's second wife, Kaikeyi is one of the most powerful councilors of Armagarh. Kaikeyi hated Kaushalya, Dashrath's first wife. After Kaushalya's death in childbirth, Kaikeyi's hate was directed at Rama and Lakshman. Kaikeyi desires her son Bharat to be the next Maharaja, but Rama always remains a thorn in her side. Rama is the favorite of the populace, and destined to be the next Maharaja. Kaikeyi's envy prompted her to scheme with the evil councilor Kaalnemi, and send Rama to his doom at the outpost of Janasthan.

KAALNEMI

A councilor who desired to be the Maharaja, Kaalnemi attempted to overthrow the House of Suryavansha. He methodically tried to eliminate Rama and his brothers. Later, Kaalnemi was revealed to be a Rakshasa in disguise, commanded by Ravan to weaken Armagarh from within. Kaalnemi was killed by Bharat.

BHARAT

The younger brother of Rama, and second of the four brothers, Bharat is a brash, boastful and reckless youth. Yet he is the one who holds Rama dearest to his heart, though he never shows it in front of Rama. Captured by the Asuras in Khundgiri, Bharat escaped with the help of his brother Shatrughan. Bharat killed Kaalnemi after exposing him as an Asura, and took the most revolutionary decision in the history of Armagarh. Bharat dissolved the council and declared himself the first undisputed, unchallenged King of Armagarh, with the sole intention of bringing back Rama from his exile and passing the throne to him. Bharat is possibly the strongest of the four brothers, and his martial skills are legendary.

SHATRUGHAN

Shatrughan is the youngest, smallest and feeblest of the four brothers, but what he lacks in brawn he makes up amply with brain. An ardent student of science, history and literature, Shatrughan is possibly the most learned young man in Armagarh. He is also a master strategist and a gizmo wizard. Shatrughan saved his brother Bharat from the clutches of the Asuras in Khundgiri, and unmasked the covert Rakshasa operation in Armagarh.

KING BAALI

The present ruler of Kishkindha, Baali was one of the greatest Vanaras ever to ascend the throne of the ape nation. In his youth he was inspired by stories of Maharaj Harischandra of Armagarh, and dreamed of a United Nations of Aryavarta, where all races would forget their differences and form a unified resistance against the invading forces of Nark. Baali decided to march against the Asura stronghold in Aryavarta and expunge the Asuras from the continent. A great battle ensued, and Baali proved himself to be a superior general and warrior by devastating the forces of Meghnad.

When Ravan arrived, Baali fought the Asura Prime in single combat. Baali's incredible strength proved too much even for Ravan, but the Asura Prime unleashed hidden Yantra tech to destroy Baali's mind. None knew what happened to the great king, only that he came back as a crazed monster. His tyrannical rule has spawned the darkest days in the history of Kishkindha.

Powers

Baali is incredibly powerful, possibly one of the strongest creatures to inhabit the earth. His present madness has made him an unpredictable and dangerous destructive force.

SHUGREAVE

Shugreave is the younger brother of Baali, king of the Vanaras of Kishkindha. After Baali's apparent death in the battlefield of Chitrakut, Shugreave lost hope and returned to Kishkindha with the remaining survivors. However, the Vanara dukes and chieftains reminded Shugreave of his responsibility as next of kin. An ardent admirer of his elder brother, Shugreave accepted the throne reluctantly. But Baali miraculously returned, accusing Shugreave of usurping his rightful place. Shugreave was beaten and humiliated by Baali, then exiled from Kishkindha. Later, many other Vanaras joined Shugreave in the rainforests of Rishyamuk, forming a rebel army in hopes of bringing an end to Baali's tyrannical rule.

Powers

Shugreave is extremely strong, and adept at the martial arts of Kishkindha, but he is in no way comparable to Baali.

ANGAD

Angad is King Baali's son, and Prince of Kishkindha. After Baali returned to reclaim his throne, and his subsequent humiliation of Shugreave, Angad fled Kishkindha and joined Shugreave's resistance. Embittered by the present state of the Vanara nation, Angad roams the rest of Aryavarta with his troop, searching for mercenaries to join the rebellion against his father.

Powers

Angad is much smaller and physically inferior than his gigantic father, Baali. However, Angad makes up for it via his excellent strategy and leadership. He is a respected leader among the rebel Vanaras.

THE SEVEN SEERS

The origin of the Seven Seers is not clearly defined in any historical annals. It is rumored they are from a time before the Mahvinaash. The Seven Seers are: Kratu, Pulastya, Atri, Angira, Vasishtha, Vrighu and Vishwamitra. They possessed superhuman intellect and mystical powers, and after the great Mahavinaash, they decided to share their knowledge with the surviving people of the world.

The Seven Seers gathered the surviving humans and founded the settlement of Armagarh, which gradually became the greatest nation in Aryavarta. It is said that the Seven Seers are immortals, and that after their task was done in Armagarh, they spread out to other lands to help other races. Centuries have passed, and the Seven Seers are now lost in the mists of time. No one knows where they are, what happened to them, or if they even live. The Seven Seers are still remembered with deity-like reverence.

VISHWAMITRA

One of the Seven Seers who came back in search of a blue man in Armagarh, Vishwamitra believes a prophecy that says a blue man will save the world from its miserable state. Vishwamitra's search led him first to Lakshman, and then to Rama. Vishwamitra revealed to Rama that he is unique and his fate is related to the destiny of the world. Vishwamitra suggested that Rama's origin is related to the Lokas, or parallel worlds co-existing with ours.

During their ordeal in Mithila, Vishwamitra faced Ravan alone, sacrificing himself so Rama, Seeta and Lakshman could escape the doomed land. Later, Vishwamitra seemingly returned, coming to the aid of our heroes in Panchvati. But in truth, it was Ravan disguised as Vishwamitra, whom Ravan had indeed killed. Ravan abducted Seeta, though the reason behind his guile is still not explained.

KHARA

The obese Rakshasa giant who rules over the city of Panchvati, Khara is not a king, but the chief trafficker of stolen goods, technology, slaves and prostitutes in Aryavarta. Khara wields immense influence in Panchvati, as he also operates as a loan shark and most of the inhabitants are indebted to him. The inhabitants of Panchvati hate and fear Khara, whose lust for wealth is insatiable.

DUSHAN

Dushan is Khara's younger brother. While there is not enough wealth in the world to satisfy Khara, Dushan's lust for sexual depravity is limitless. He is the whore master of Panchvati's infamous Streets of Kama, where carnal deviations know no bounds. Dushan's all-consuming lust did not even spare his own younger sister, Surp'naka, whom he molested and abused from childhood.

SURP'NAKA

The youngest of three siblings, Surp'naka found herself on the run from childhood, as Khara and Dushan fled from Lanka after incurring the wrath of Ravan for some unknown reason. Khara wanted to leave Surp'naka behind, believing she would slow them down, while Dushan insisted on keeping her for his aberrant needs. Surp'naka found herself a prisoner within the walls of Panchvati, but as she grew older, she separated herself from her siblings and started her own slave trading business. Surp'naka hates her brothers with a passion. After encountering Rama and his honorable ways, she discovered there is more to the world than violence and debauchery. She fought by Rama's side against Khara and Dushan until Panchvati was destroyed when Seeta unleashed the power of Maya Vidya.

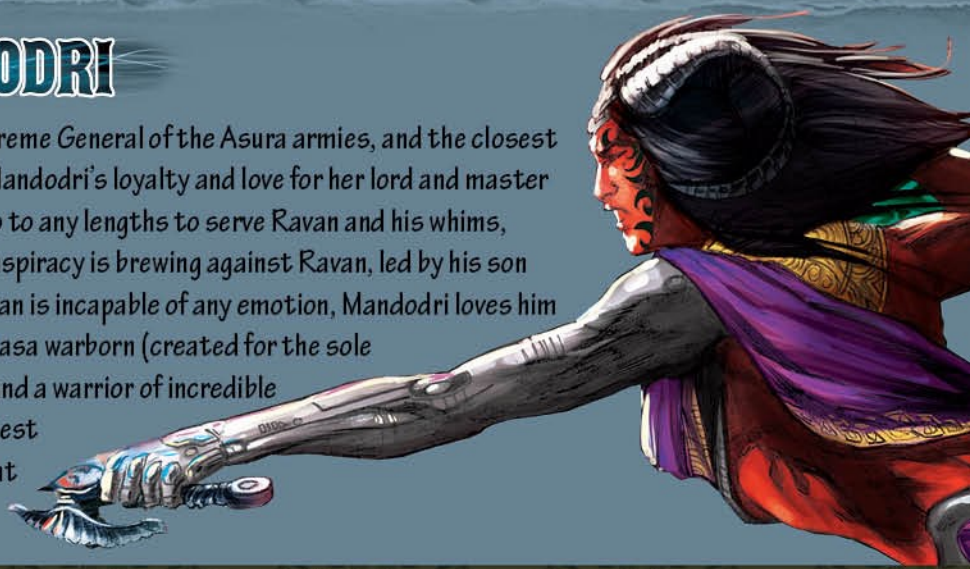
MEGHNAD

The youngest son and most powerful son of Ravan, Meghnad is the greatest warlord of the Rakshasa clan. He is adept in the arts of necromancy. It is said one of the Seven Seers went mad after coming in contact with the Dark Loka. Before the Seer's insanity overwhelmed and killed him, he wrote the secret tome of "Andh-shastra," the dreaded book describing the dark powers that dwell in that dimension, and ways to summon them. Meghnad acquired that book and its secrets have made him powerful. He desires to overthrow Ravan and become the Asura Prime someday. Meghnad married Slochna, princess of the Naga, which earned him the trust of the snake people. He later assassinated their king, Nagaraj, making himself the undisputed leader of the Nagas. Presently Meghnad has stationed himself in the Asura stronghold of Chitrakut in Aryavarta, where he plots his dark plans.

VIV-SHAN

General of the Asura army, Viv-Shan was sent on a mission to eradicate the human outpost at Janasthan. But he found tough resistance from the rustics of the small settlement, who were led by Rama. Impressed by the honor of the young Kshatriya, Viv-Shan accepted the offer of sparing the remaining people of Janasthan in exchange of Rama's surrender. While Rama was sentenced to exile for his humanitarian act, Ravan punished Viv-Shan's act of compassion by throwing him into the pits of Raurav to toil as a slave. Later, Viv-Shan escaped and wandered across Aryavarta in search of shelter. He was taken in by Khara in Panchvati, who employed Viv-Shan as a slave gladiator in the Dwandh Yuddh combat arena. A warrior of unmatched skills, Viv-Shan became the champion of the arena . . . until he faced Rama one more time.

MANDODRI



Mandodri is the Supreme General of the Asura armies, and the closest confidant to Ravan. Mandodri's loyalty and love for her lord and master is staunch. She will go to any lengths to serve Ravan and his whims, and is wary that a conspiracy is brewing against Ravan, led by his son Meghnad. Though Ravan is incapable of any emotion, Mandodri loves him madly. She is a Rakshasa warborn (created for the sole purpose of combat), and a warrior of incredible might. She is the closest thing to a consort that Ravan has.

BHALUS

The Bhalus are the bear people of the great mountains of Risyamuk. The bear people are a sloth-like primitive race, but possibly the most dangerous and powerful of all the creatures of Aryavarta. They are divided into several clans based on their sub-species, but all are connected to the master clan of brown bears led by chief Jambwan, a gigantic and intelligent bear man of Kodiak origin. The Bhalus are the sworn enemies of the Bholluks, the white polar bear men of the north Chitrakut Mountains and the tundra regions surrounding it.

BRISHAVS

The Brishavs are the bovine people of far south. Asuras regularly captured thousands of Brishavs and transported them to Nark to serve as slaves and food. Later, during the war of Mahendra in 762 Post M, the Brishavs were liberated by the Vanaras, Bhalus and Garudas. From that day, the Brishavs have been living in debt to the ape nation of Kishkindha. King Ksharav is the present ruler of the Brishavs, but he has sworn his allegiance to Baali. Due to the oppressive rule of the Vanaras, King Ksharav secretly plotted with the Asura chieftain, Tataka. Their relationship resulted in the blasphemous birth of Subahu, their half-Brishav, half-Rakshasa offspring. Tataka later betrayed Ksharav to Baali, who imprisoned Ksharav in Kishkindha for his treachery.

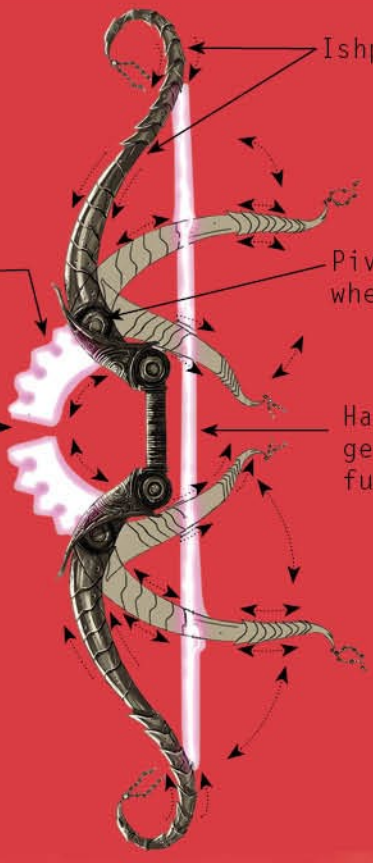
GARUDA AVIANS

The Garudas are a dying race, found in the peaks of the Risyamuk Mountains. The upper layers of the atmosphere are polluted with noxious clouds, poisoning the Garudas and forcing them to cling to the lower altitudes. The Garudas roost in the mountains, hunting for provisions in the forests at the foothills. The Garudas and Vanaras were rivals for many years until a truce was signed during the reign of the Vanara King Ghakri-Hun. Presently, King Baali has imprisoned many Garuda chieftains, including Master Jatayu, the clan leader of Garudas. Baali has promised not to destroy the Garuda habitats in exchange for the service, which includes surveillance of Shugreave's rebel forces.

MUSHIKAS

The rat people of the great Junkyards of Pampa are a ferocious race, and roam in large numbers. The harsh landscape of the Wastelands and the scant sources of food in the junkyards have made these creatures a dangerous and desperate lot. They are apparently dim witted and driven by a herd mentality. The crone Shabri rules over the Mushikas. Seeta turned the junkyards into a lush forest, rich with food sources, and in gratitude Shabri pronounced her a goddess. The Mushikas presently worship an idol of Seeta, with Shabri acting as the priestess. They are a humble race and do not get involved in the politics of Aryavarta.

WEAPONS

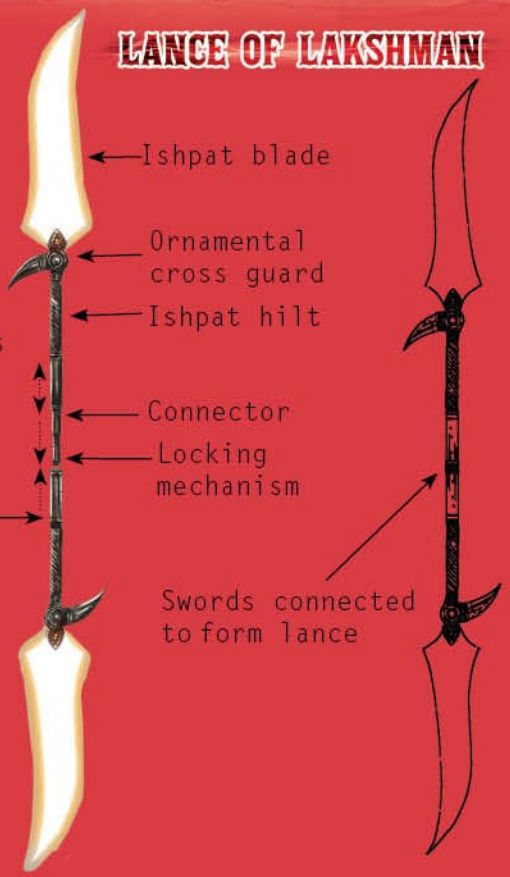

Ishpat telescopic bow
Ishpat metal blades
Pivot for folding bow when not in use
Stores solar energy and generates energy arrow by charging down
Hard light bowstring generates when bow is fully extended

HARADHANU

SWORD OF RAMA

*Hard light and Ishpat blades can cut through most metals, excluding Ishpat, and absorb most energy beams

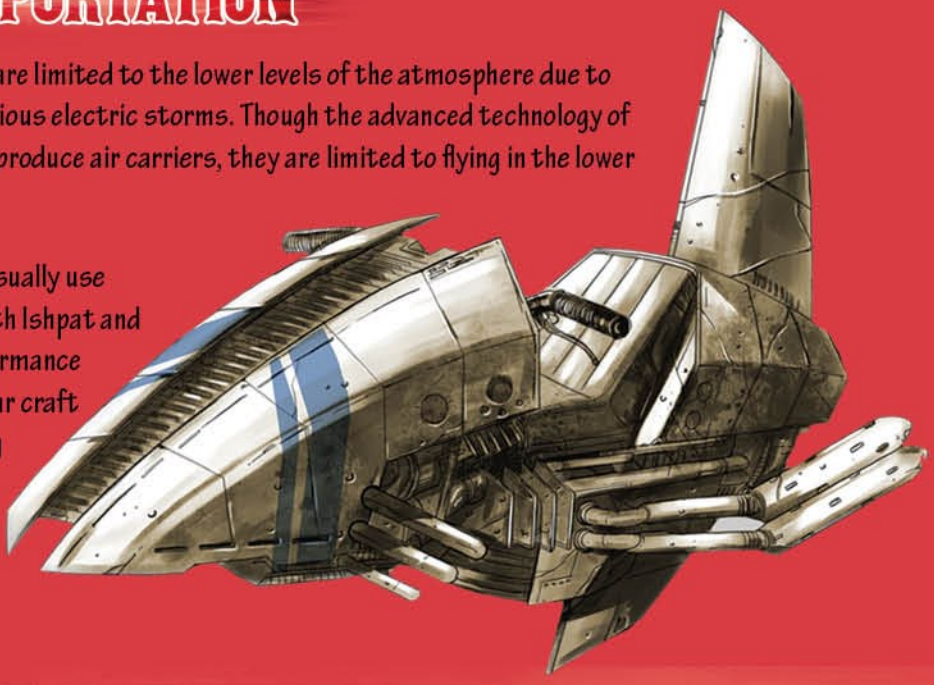
LANCE OF LAKSHMAN



TRANSPORTATION

Modes of transport are limited to the lower levels of the atmosphere due to noxious clouds and vicious electric storms. Though the advanced technology of the various races can produce air carriers, they are limited to flying in the lower altitudes.

The Armagarhians usually use vehicles reinforced with Ishpat and powered by high-performance solar batteries. The war craft of Armagarh are flying chariot-like constructs with a limited capacity for passengers.



The Asuras use myriad modes of transport since their technology is so advanced. Most of these advanced vehicles are used by the elite Rakshasa classes, while the other races rely on more primitive modes of conveyance.

The Kishkindhans use heavier all-terrain vehicles made of iron or steel, as they must travel over rough landscape. These vehicles may have wheels or continuous tracks, and run on oil from the vast oil fields near the Rishyamuk Mountains. The remaining denizens of Aryavarta are relatively primitive, and still rely on beasts of burden.

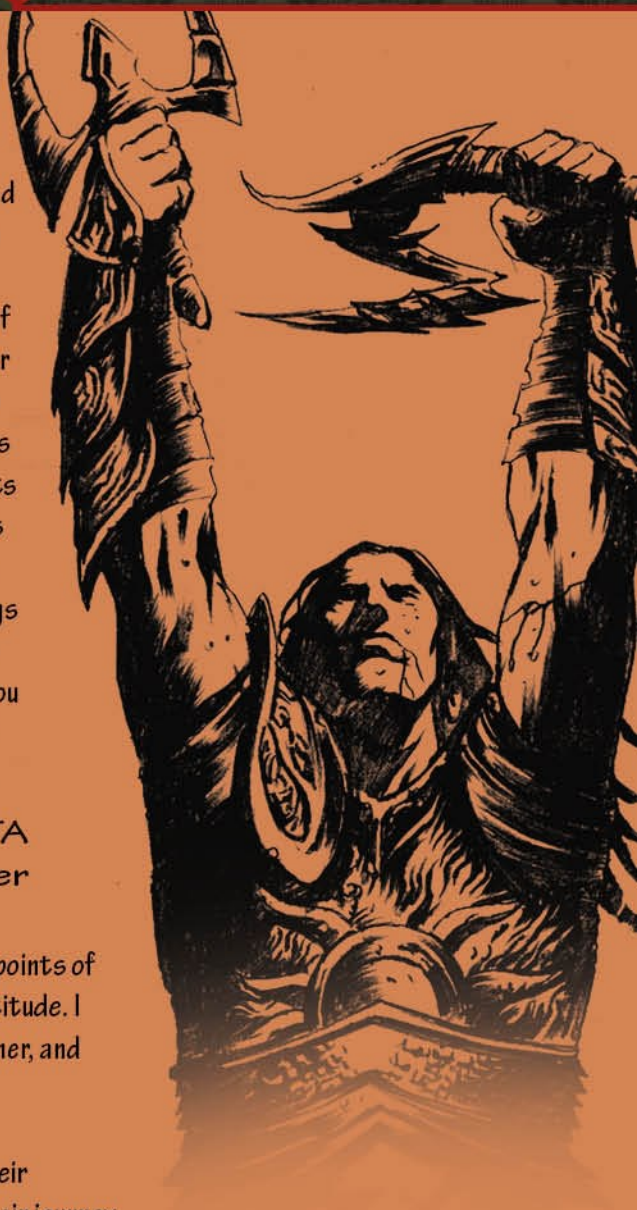
THE LOKAS

The Lokas are other dimensions existing parallel to our world. The Lokas always existed, but humans never knew of them until the Mahavinaash's destructive force shook the barriers that separate us from the other realms. These other dimensions became dangerously close to our world, and now certain extraordinarily powerful individuals, including the Seven Seers and Ravan, can travel across Lokas. It is rumored that the life force of Ravan was channeled through a Loka, which ignited the Yantra and made them sentient to form the being of Ravan.

One of the Seven Seers, possibly Atri, crossed the barrier and found himself in one of the Lokas. He managed to survive there for several years, learning unnamable secrets and unimaginable knowledge. It is thought he ventured into the Dark Loka, the abysmal dimension where horrors dwell. He somehow escaped the Dark Loka and came back to our world, then wrote the forbidden book "Andh-shastra." He perished mysteriously, unable to bear the knowledge of the horrors he had learned.

Parallel to the Dark Loka is the Loka of Light, the incredibly brilliant world where beings of vast power dwell. Vishwamitra, the last surviving Seer, quite possibly ventured into that Loka and learned a great secret: an immense discord befell all the dimensions during the Mahavinaash, and all the Lokas came dangerously close to one another. Such a thing would be a catastrophe of universal proportions, but a failsafe was created to bring an end to this lack of balance. Somehow, Rama is the failsafe, the fulcrum of this balance. Somehow, Rama's origin is related to the other Lokas, but no one knows the secret. Who is Rama really?

AFTERWORD



It has been more than three years since I started working on the world of **Ramayan 3392 AD,** and for these past three years, it feels as if I myself am living the life of an adventurer in this world of new races and lands. Whenever I start writing an issue of **Ramayan 3392 AD**, I feel I am venturing deeper into this terrain, and what we have accomplished so far is merely the tip of the iceberg. My artist friends and I are digging deeper and excavating new elements every day. Trust me, what we have found so far leads to newer vaults of treasures. Our prime intention in constructing this Guidebook is to record our findings to date, but there are still so many places to go, so many people to meet. We extend a hand to you, so you can travel with us in this wonderful and mysterious world. A long, adventurous journey awaits us still...

— SHAMIK DASGUPTA
Writer

Ramayan 3392 AD Reloaded has had two points of success for me. One of realization, the other of gratitude. I would like to believe I have some measure of the former, and know that I have a whole of the latter.

Ramayan is the story of myriad characters and their adventures, but to me it represents the story of their journey, not only to their destination, but through their respective lives. And, like all epic tales, the characters, especially Rama, seem to be slowly and inexorably taking on a life of their own. They are growing, as fictitious characters tend to over time, and are taking those of us working on the comic along for a ride to places we've never been.

As an artist, it made me realize the same thing. I started drawing comics as a novice, wanting to make my first comic the very best in the world. A few years hence, I am still a novice, but have realized the old cliché about the journey itself being more important. The journey of making Ramayan, issue by issue. The journey of just trying to get better by the page. The thrill of discovering new characters, environments, situations and emotions, both within the comic and outside. My gratitude is for the realization. The realization that, like Rama and the others, we are all on a journey, and the best we can do is enjoy it and relentlessly move forward. This Guidebook is a pause in the journey as we take stock of goals achieved, things discovered and where we would like to head from here.

— JEEVAN KANG
Artist

Everything you need to know about the Ramayan universe!

Heroes

Villains

Weapons

City Guides

Maps

Technology